TENEBRA 2

A DARK ADVENTURE
IN 35 CHAPTERS

Haplo

The Game

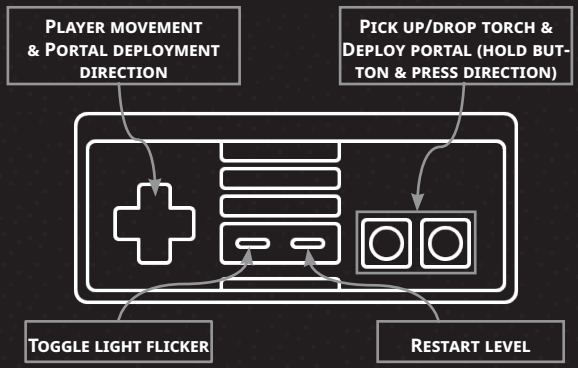
Tenebra 2 is an atmospheric puzzle game that will test your wits and your courage. You play as the Tenebra Guy, the hapless protagonist who has been trapped in a mysterious underground labyrinth. He is also very afraid of the dark and refuses unless the areas are illuminated. Your only hope of escape is to solve all the puzzles that await you in the darkness.
Tenebra 2 is a sequel to **Tenebra**.

How to Load the Game

Insert the **Tenebra** game cartridge and turn on your **Nintendo Entertainment System**.
When the title screen displays, press **A** or **B** to beign the game.

The Controls

Use either controller to guide the player:



The Codes

Each level has a unique code that you can use to jump to it directly right after the title screen. You can write down the code for each level on the last page of this manual.

The Gameplay Elements

The game consists of various elements that you will encounter throughout your journey. You will learn about them as you progress through the game. Here is a brief description of each element:

The Player

You control the Tenebra Guy, the hapless protagonist of this game. He can move in four directions and use different items to interact with the environment. Poor guy is afraid of the dark so he can only move within the illuminated areas.

The Gate

The objective of each level is for you to get to the ***gate*** to exit the level.

The Torch

The ***torch*** is your main source of light in the dark labyrinth. You can use it to illuminate your surroundings and move around. To pick up a ***torch*** walk on top of it and press **FIRE**. To drop it, press **FIRE** again.

The Braziers

The ***braziers*** are permanent sources of light that cannot be moved (unless they are on ***rails***) and help you navigate the labyrinth. Most ***braziers*** are lit, but some are cold and need a ***torch*** to be lit. While holding a ***torch***, walk into a ***cold brazier*** to light it.

The Cracks in Walls

You can pass through the ***cracks in the wall***, but they are too narrow for you to be able to bring the ***torch*** with you. You will need to drop the ***torch*** before passing through a ***crack***.

The Braziers on Rails

The ***braziers*** on ***rails*** are movable sources of light that can be pushed along the tracks. They can be used to illuminate dark areas or activate ***sensors***.

The Hammer

The ***hammer*** allows you to fix a damaged section of the ***rails***. To fix a ***rail***, stand on a ***broken rail*** while holding the ***hammer***.

The Oil Puddle

The ***oil puddle*** increases the radius of the ***torch*** you are holding. To use the ***oil puddle***, walk over it while holding your ***torch***. It has no effect on torches that are already at maximum brightness.

The Doors and Keys

The ***doors*** cannot be opened without a ***key***. Once you have found a ***key***, go through a ***door*** to open it.

The Closed Gate

Sometimes, ***gates*** are closed, and require an active ***light sensor*** to open.

The Light Sensor

This is a device that detects the presence of light and activates the ***gate*** so you can exit. To use the ***light sensor***, place a source of light (such as your ***torch*** or a ***brazier on rails***) near it and the ***gate*** will open.

The Unstable Arches

The ***unstable arches*** are structures that collapse when you walk under them. Watch out, if you walk under an ***unstable arch*** it will close the path behind you, and you will need to find another way around.

The Portal Gun

The ***portal gun*** allows you to create ***portals*** between different locations. To use the ***portal gun***, stand in the direction of a

special wall and press **FIRE** + the **DIRECTION** you want to fire. A ***portal*** will appear on the ***wall***. Once you have placed two ***portals***, you can then walk through either of them to teleport to the other side.

The Portals

The ***portals*** are openings that allow you to travel between different locations. Some levels have ***portals*** already deployed, but you can also create them by using the ***portal gun*** on ***special walls***.

The Special Walls

The ***special walls*** are walls that can be used to create ***portals*** with the ***portal gun***. To create a ***portal*** on a ***special wall***, stand next to it and press **FIRE** + the **DIRECTION** you want to fire.
Portal shots won't pass through walls unless there are ***windows***.

The Fizzlers

The ***fizzlers*** are barriers that destroy ***portals*** when you cross them. They can be used to prevent you from using portals.

The Weak Walls and Pickaxe

The ***weak walls*** are can be destroyed with a ***pickaxe*** to open new paths. To destroy a ***weak wall***, walk into it while holding the ***pickaxe***.

The Sliding doors and Pressure Plate

The ***sliding doors*** are doors that open or close when activated by a ***pressure plate***. To toggle a ***sliding door***, step on a ***pressure plate*** and watch the door change from closed to open (and vice versa).

Tips and Tricks

Here are some tips and tricks that may help you solve the puzzles and escape all these dungeons and crypts:

- Explore every corner of the level and don't be afraid to move torches around. There are no time constraints - these torches will burn forever!
- Experimente with different combination of items and light positions. Every level has a solution.
- Think outside the box and don't forget what you have picked up.
- Find out if the cake is a lie... if there's a portal, there should be cake.
- Have fun and enjoy the game!

Credits

Tenebra 2 was created, developed and made available to you for the **Nintendo Entertainment System** by **Haplo** (Ali Pouladi) in 2024.

Thanks to **marukpa** for this manual.

Support and More Information

If you have any questions, comments, or feedback about **Tenebra 2**, or you would like to know more about other 8- and 16-bit games please contact **Haplo** via email or on itch.io.

Website: https://h4plo.itch.io/
Email: haplotenebra@gmail.com

We appreciate your support and hope you enjoy the game!

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Tenebra 2 Level Codes

Level 1 _____	Level 19 _____
Level 2 _____	Level 20 _____
Level 3 _____	Level 21 _____
Level 4 _____	Level 22 _____
Level 5 _____	Level 23 _____
Level 6 _____	Level 24 _____
Level 7 _____	Level 25 _____
Level 8 _____	Level 26 _____
Level 9 _____	Level 27 _____
Level 10 _____	Level 28 _____
Level 11 _____	Level 29 _____
Level 12 _____	Level 30 _____
Level 13 _____	Level 31 _____
Level 14 _____	Level 32 _____
Level 15 _____	Level 33 _____
Level 16 _____	Level 34 _____
Level 17 _____	Level 35 _____
Level 18 _____	